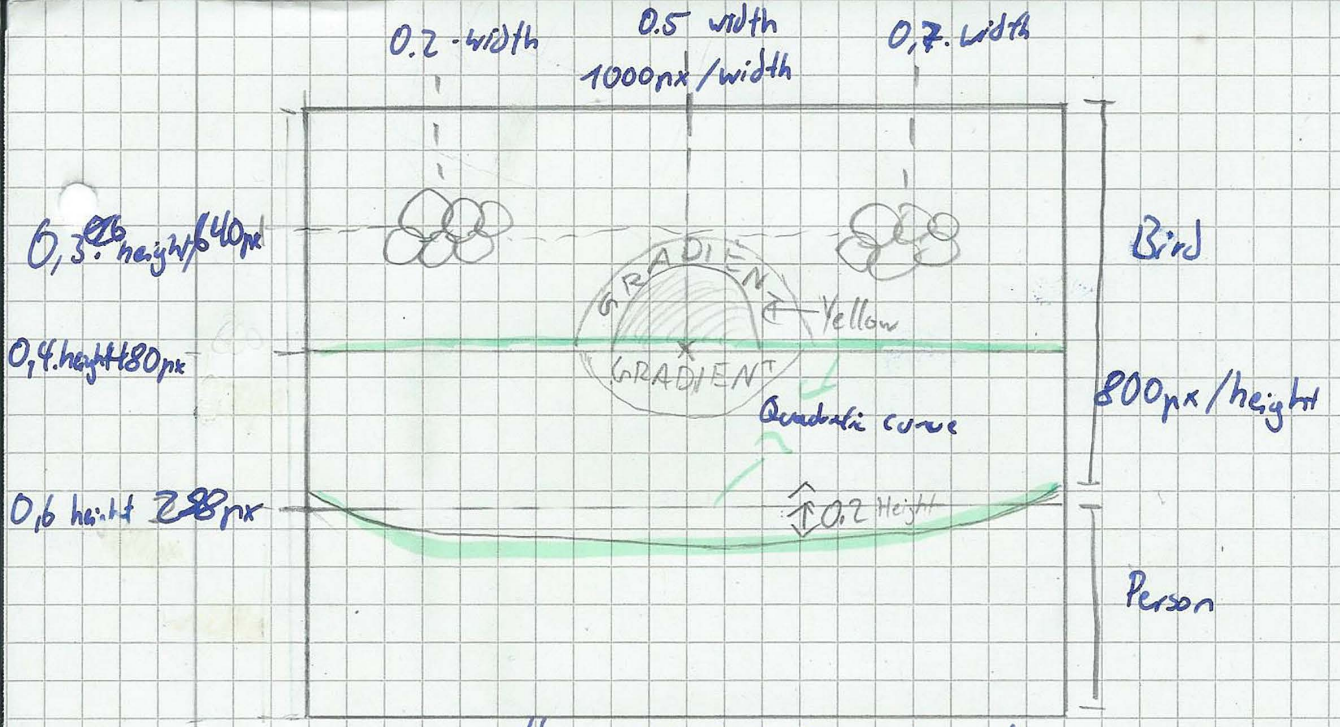
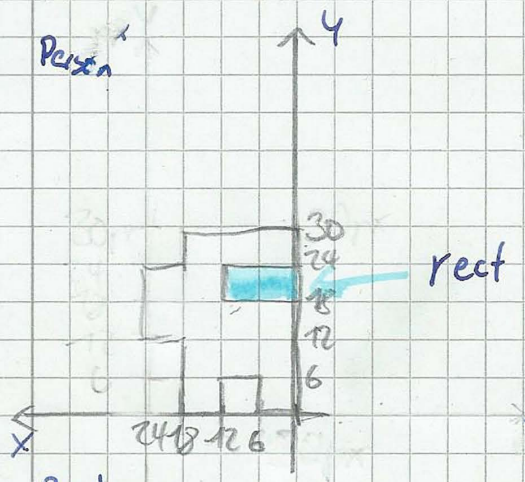
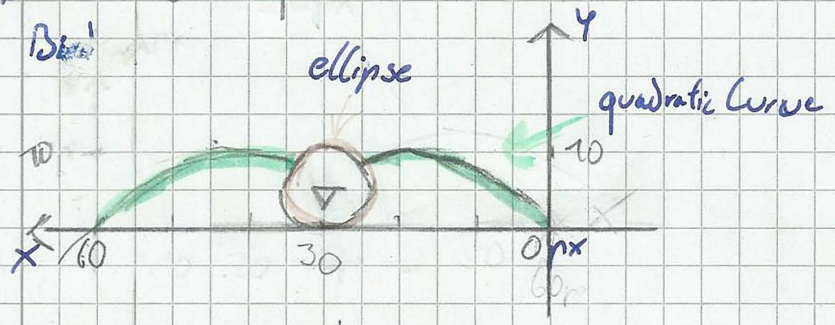


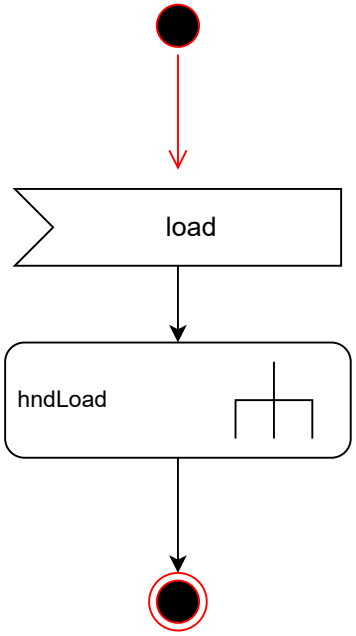
all px are example values

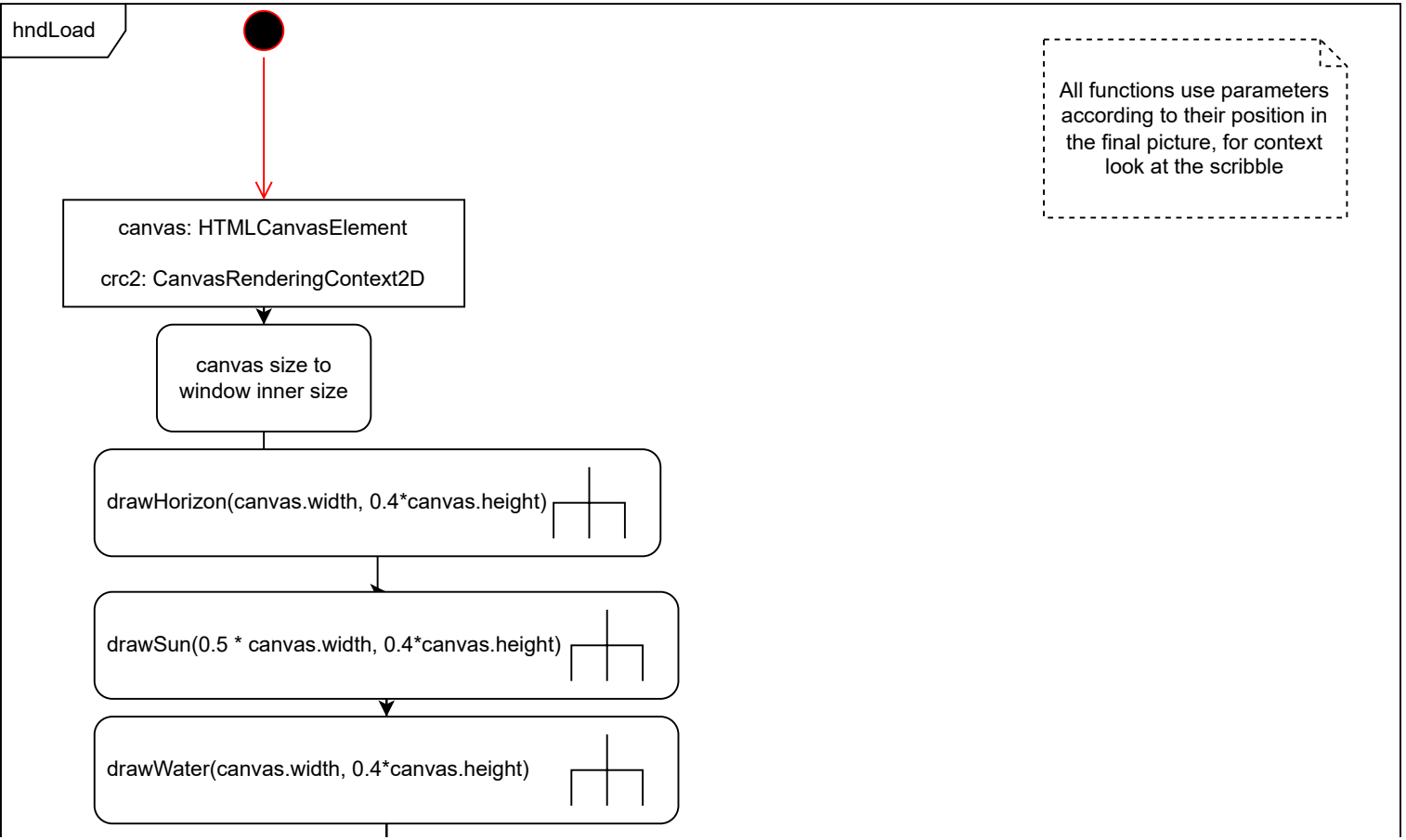


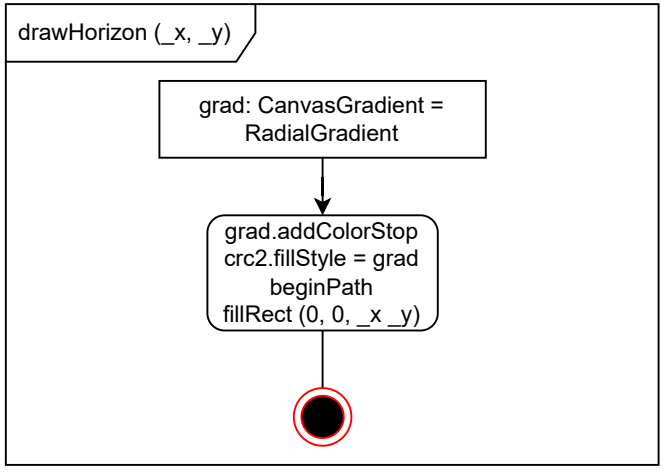


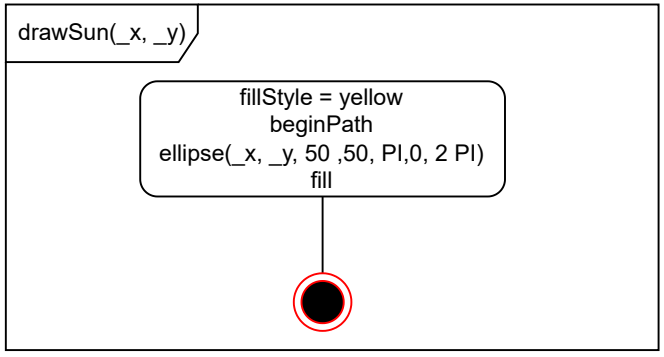
Sun

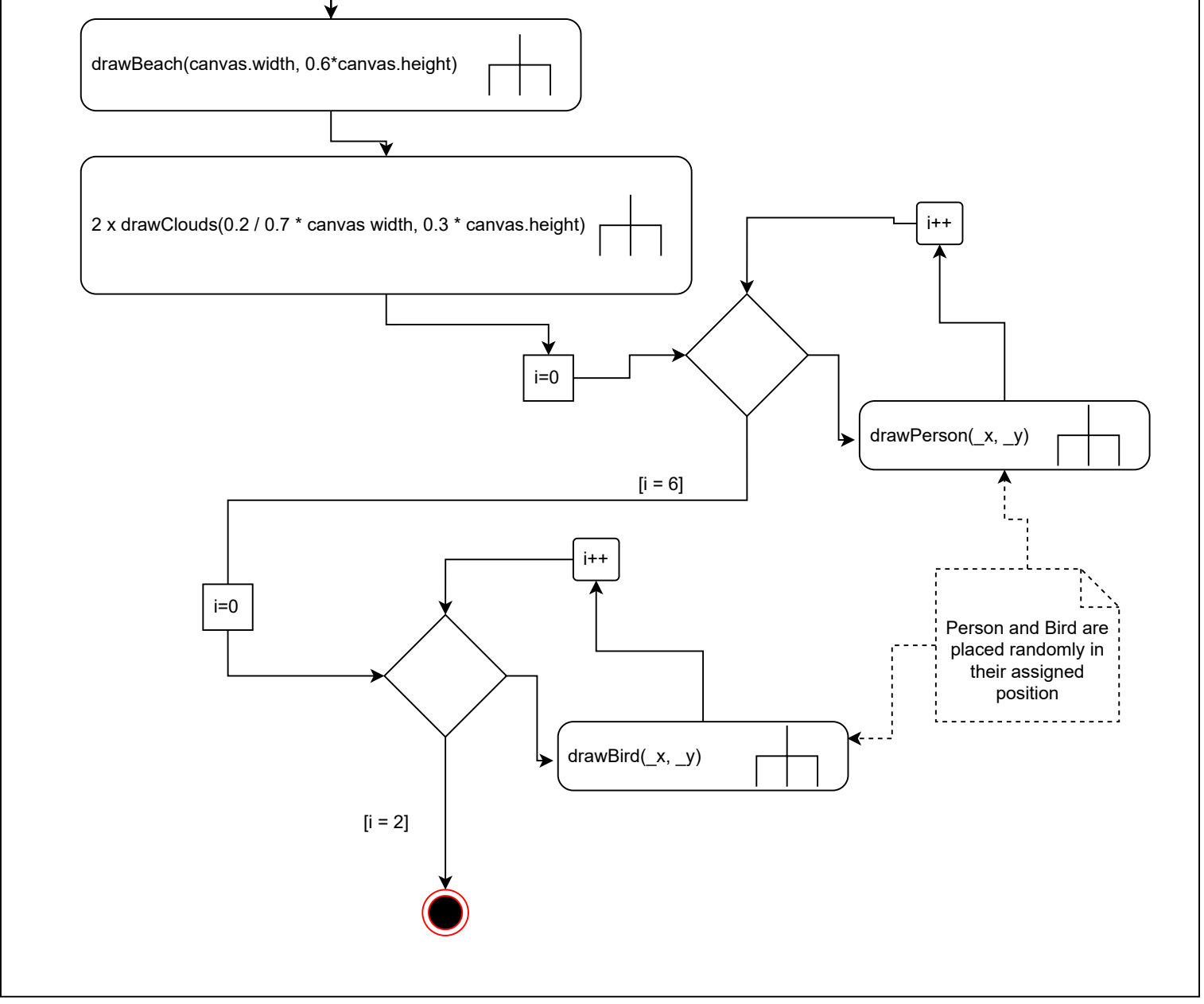
Ellipse

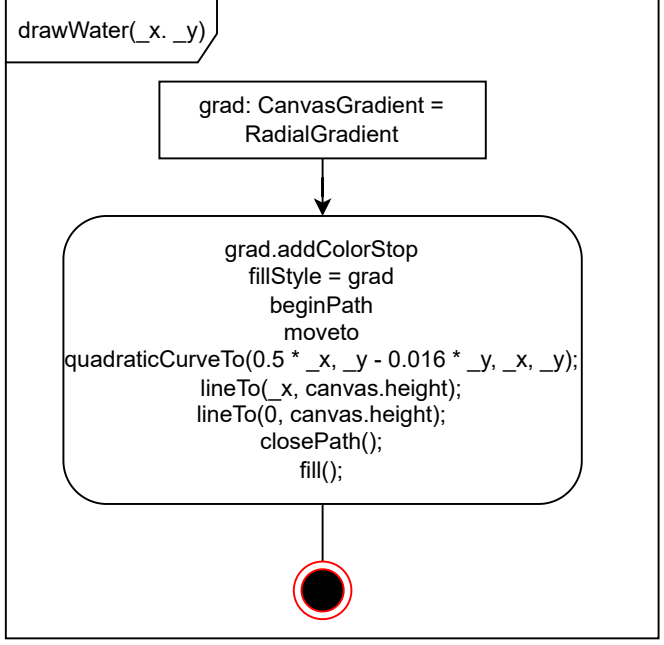

load
hndLoad

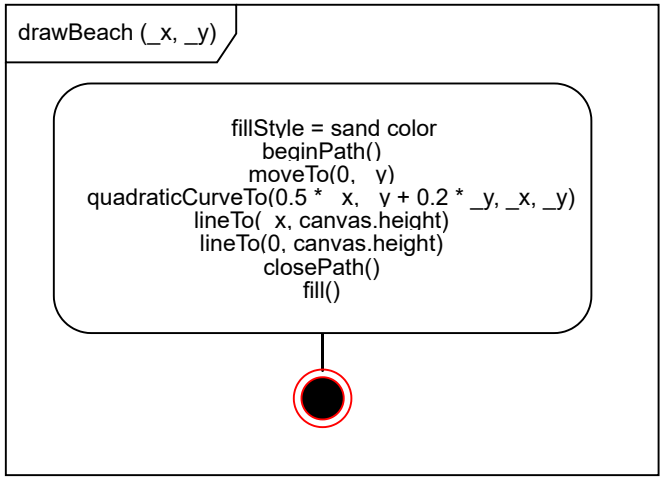

hndLoad
canvas: HTMLCanvasElement
crc2: CanvasRenderingContext2D
canvas size to window inner size
drawHorizon(canvas.width, 0.4*canvas.height)
drawSun(0.5 * canvas.width, 0.4*canvas.height)
drawWater(canvas.width, 0.4*canvas.height)
All functions use parameters according to their position in the final picture, for context look at the scribble


drawHorizon (_x, _y)
grad: CanvasGradient = RadialGradient
grad.addColorStop
crc2.fillStyle = grad
beginPath
fillRect (0, 0, _x _y)


drawSun(_x, _y)
fillStyle = yellow
beginPath
ellipse(_x, _y, 50 ,50, PI,0, 2 PI)
fill


drawBeach(canvas.width, 0.6*canvas.height)
2 x drawClouds(0.2 / 0.7 * canvas width, 0.3 * canvas.height)
i=0
i++
drawPerson(_x, _y)
[i = 6]
i=0
i++
drawBird(_x, _y)
Person and Bird are placed randomly in their assigned position
[i = 2]


drawWater(_x. _y)
grad: CanvasGradient = RadialGradient
grad.addColorStop
fillStyle = grad
beginPath
moveto
quadraticCurveTo(0.5 * _x, _y - 0.016 * _y, _x, _y);
lineTo(_x, canvas.height);
lineTo(0, canvas.height);
closePath();
fill();


drawBeach (_x, _y)
fillStyle = sand color
beginPath()
moveTo(0, y)
quadraticCurveTo(0.5 * x, y + 0.2 * _y, _x, _y)
lineTo(x, canvas.height)
lineTo(0, canvas.height)
closePath()
fill()